

ABSTRACT OF THE DISCLOSURE

A video game determines a reward acquired by a player character that has won a battle. If the player character inflicts damage of at least a predetermined value on an enemy character and kills the enemy character, the experience points acquired by the player character increase and the number of acquired items is also increased. If damage inflicted by the player character on the enemy character, immediately before the player character defeats the enemy character, is at least the predetermined value, then the reward of the battle is thus modified favorably for the player.